

Community Participation

Lesson Plan—Mastery

Checkbook

Instructional Area: Leisure Community Home Living / Daily Living

Ability Level: Emerging Developing Mastery

Topic / Skill Outcome:

- Use a checkbook to pay for general shopping items

Learning Area(s):

- Literacy
- Math & Science

Purpose of Lesson / Objective:

- Ability to write out a check to pay for purchases

Materials / Equipment / Environment:

- General shopping items of interest to the student (Drawing markers, batteries, shampoo, T-shirt, magazine)
- Sample checkbooks with carbon copy attached to check
- Cash register on long table set up like checkout lane

Group Size: 2-3

Time Required: 50 minutes- 3 opportunities

(more sessions needed if you do supporting activities)

Lesson Procedure:

1. Week 1
 - a. Students choose a product in a classroom simulation
 - b. They read the price of the item and then write out a check for the amount
 - c. Students practice at least 10 trials with different products and different dollar amounts
 - d. Students fill in the date, the name of the discount store, the dollar amount in dollars and cents, the dollar amounts in words, and sign the check
 - e. Students will have had prior practice filling out checks in workbooks and on staff made worksheets
2. Week 2
 - a. Students pick a product and take it to a simulated checkout lane in their classroom
 - b. The cashier tells them how much money they need
 - c. Students write out the complete check for the correct amount and hand it to the cashier
 - d. Students review each other's checks and verify that the checks are written for the correct amount
3. Week 3
 - a. Students go on a community trip and buy a previously chosen item
 - b. The student with staff goes to the checkout lane and gives their product to the cashier
 - c. The cashier tells them how much money they need. The student writes out a check for the correct amount and hands it to the cashier.

Carry Over / Related Activities:

- Student can pay for purchases at school in the student store with school made checks.

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- Student can write checks when playing purchasing games in class.

Supporting Activities / Possible Adaptations:

- Play a classroom game for purchasing items and writing out checks.
- Practice writing dollar amounts, as they have to be written on checks on a worksheet.
- Review in a small group of 2 students sample checks for different purchases at different stores and find all the mistakes and make corrections.

Strategies for Participation:

- Encourage students to try again when they make a mistake.
- Have students suggest total amounts of money for their fellow students to write out.

Student Reaction / Evaluation:

- Students feel good about being able pay for something on his/her own using a check as his/her parents do.

Lesson Support:

- Lesson can be introduced as practice for writing checks to make purchases in discount stores.
- Staff can use simulated checks to practice writing out all the elements on a check—date, payee, dollar amount in numbers, dollar amount in words, and a signature.
- In addition, staff can show models of checks written correctly.
- This lesson aligns with the General Shopping part of the Community Participation Integrated Learning Continuum and Skills Inventory.